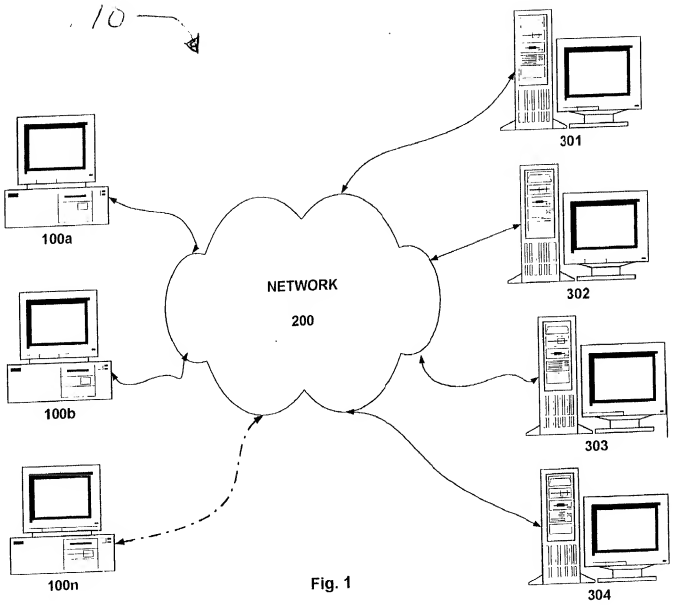


Fig. 1

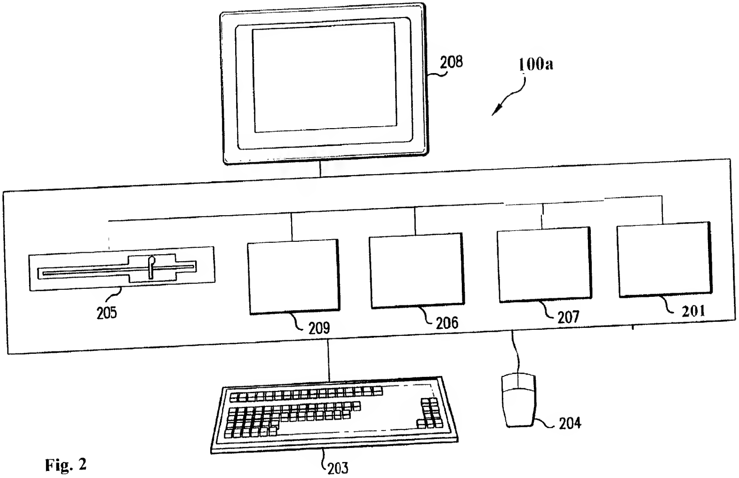
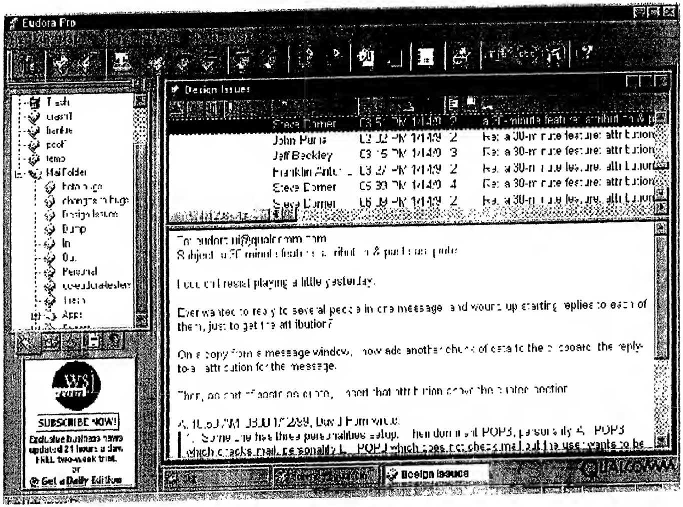


Fig. 2



Steve Dorner	03:5 PM 1/14/9	2	a 30-minute feature: attribution & p
John Purns	03:32 PM 1/14/9	2	Re: a 30-minute feature: attribution
Jeff Beckley	03:15 PM 1/14/9	3	Re: a 30-minute feature: attribution
Franklin Antle	03:27 PM 1/14/9	2	Re: a 30-minute feature: attribution
Steve Dorner	05:33 PM 1/14/9	4	Re: a 30-minute feature: attribution
Steve Dorner	06:39 PM 1/14/9	2	Re: a 30-minute feature: attribution

To: eudora-nil@qualcomm.com
Subject: a 30 minute feature: attribution & partial quote

I got carried away playing a little yesterday.

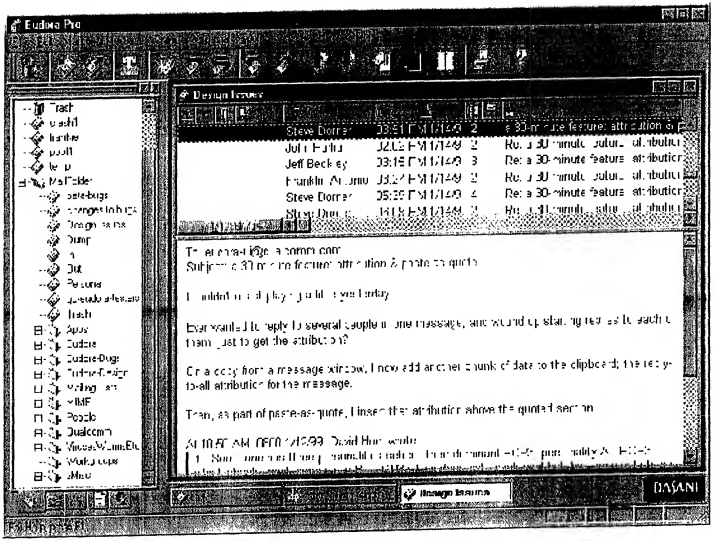
Ever wanted to reply to several people in one message, and wound up starting replies to each of them, just to get the attribution?

Once copy from a message window, now adds another chunk of data to the clipboard: the reply-to attribution for the message.

Then, on paste as quote, I insert that attribution above the quoted section.

At 10:53 AM 08:30 1/12/99, David Hum wrote:
> Someone has three personalities setup. The dominant POP3, personality A, POP3 which checks mail, personality B, POP3 which does not check mail but the user wants to be

Fig. 3A



Steve Dorner	03:51 PM 1/14/99	2	a 30-minute feature: attribution & p
John Farina	02:02 PM 1/14/99	2	Re: a 30-minute feature: attribution
Jeff Beckley	03:15 PM 1/14/99	3	Re: a 30-minute feature: attribution
Franklin Antonio	03:27 PM 1/14/99	2	Re: a 30-minute feature: attribution
Steve Dorner	05:35 PM 1/14/99	4	Re: a 30-minute feature: attribution
Steve Dorner	16:18 PM 1/14/99	2	Re: a 30-minute feature: attribution

To: eudora-design@qualcomm.com
Subject: a 30 minute feature: attribution & paste as quote

I added a little play-pal this yesterday

Ever wanted to reply to several people in one message, and wound up starting replies to each of them just to get the attribution?

On a copy from a message window, I now add another chunk of data to the clipboard; the reply-to-all attribution for the message.

Then, as part of paste-as-quote, I insert the attribution above the quoted section

At 10:50 AM 0500 1/13/99, David Hunt wrote:

1 Some [illegible]

Fig. 3B

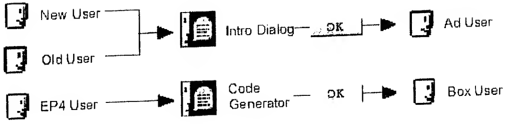


Fig. 4A

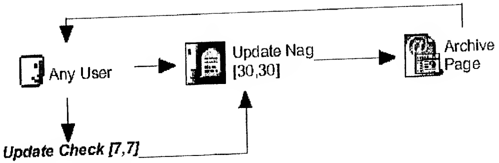


Fig. 7A

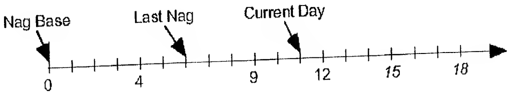
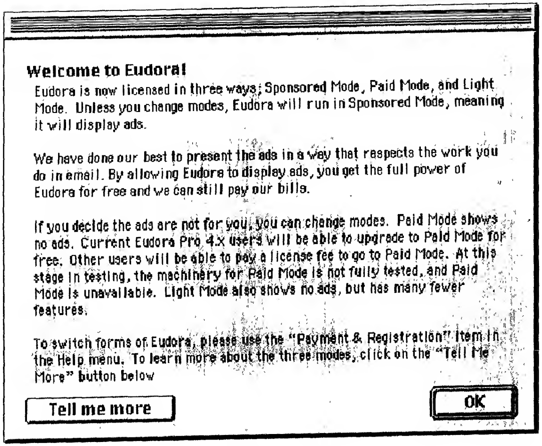


Fig. 11



Welcome to Eudora!

Eudora is now licensed in three ways; Sponsored Mode, Paid Mode, and Light Mode. Unless you change modes, Eudora will run in Sponsored Mode, meaning it will display ads.

We have done our best to present the ads in a way that respects the work you do in email. By allowing Eudora to display ads, you get the full power of Eudora for free and we can still pay our bills.

If you decide the ads are not for you, you can change modes. Paid Mode shows no ads. Current Eudora Pro 4.x users will be able to upgrade to Paid Mode for free. Other users will be able to pay a license fee to go to Paid Mode. At this stage in testing, the machinery for Paid Mode is not fully tested, and Paid Mode is unavailable. Light Mode also shows no ads, but has many fewer features.

To switch forms of Eudora, please use the "Payment & Registration" item in the Help menu. To learn more about the three modes, click on the "Tell Me More" button below

Fig. 4B

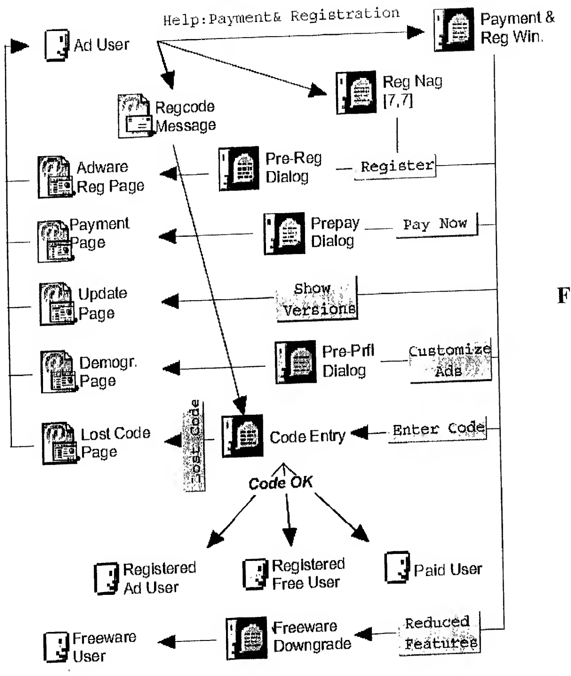
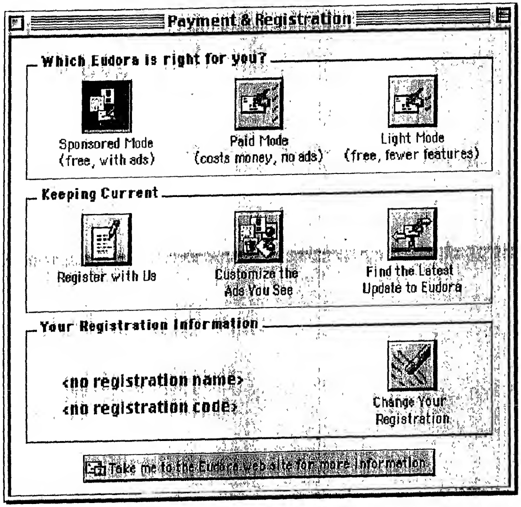

Ad User
Help:Payment& Registration
Payment &
Reg Win.
Regcode
Message
Reg Nag
[7,7]
Adware
Reg Page
Pre-Reg
Dialog
Register
Payment
Page
Prepay
Dialog
Pay Now
Update
Page
Show
Versions
Demogr.
Page
Pre-Prfl
Dialog
Customize
Ads
Lost Code
Page
Lost Code
Code Entry
Enter Code
Code OK
Registered
Ad User
Registered
Free User
Paid User
Freeware
User
Freeware
Downgrade
Reduced
Features

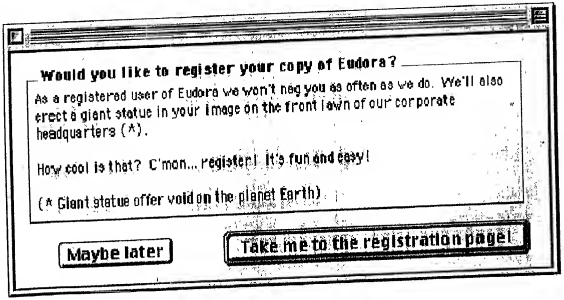
Fig. 5A


Payment & Registration
Which Eudora is right for you?
Sponsored Mode
(free, with ads)
Paid Mode
(costs money, no ads)
Light Mode
(free, fewer features)
Keeping Current
Register with Us
Customize the
Ads You See
Find the Latest
Update to Eudora
Your Registration Information
Change Your
Registration
Take me to the Eudora web site for more information

<no registration name>

<no registration code>

Fig. 5B



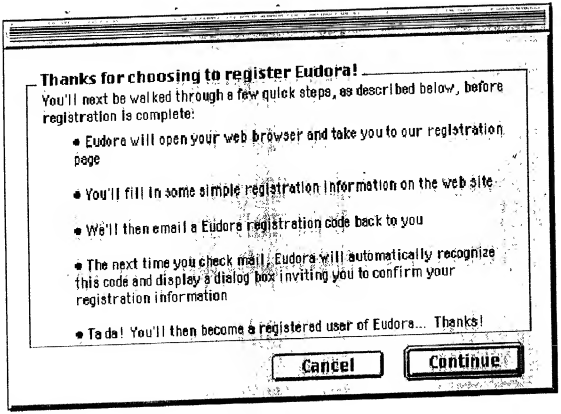
Would you like to register your copy of Eudora?

As a registered user of Eudora we won't nag you as often as we do. We'll also erect a giant statue in your image on the front lawn of our corporate headquarters (*).

How cool is that? C'mon... register! It's fun and easy!

(* Giant statue offer void on the planet Earth)

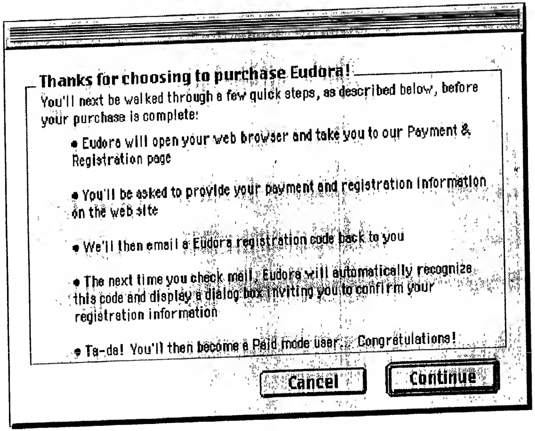
Fig. 5C



You'll next be walked through a few quick steps, as described below, before registration is complete:

- Eudora will open your web browser and take you to our registration page
- You'll fill in some simple registration information on the web site
- We'll then email a Eudora registration code back to you
- The next time you check mail, Eudora will automatically recognize this code and display a dialog box inviting you to confirm your registration information
- Ta da! You'll then become a registered user of Eudora... Thanks!

Fig. 5D

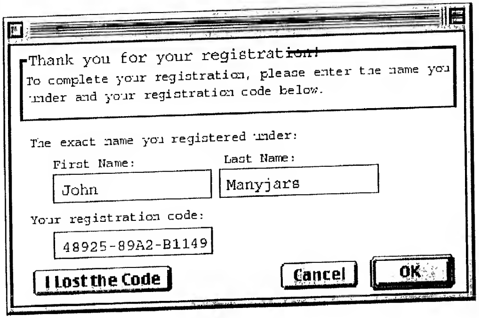


Thanks for choosing to purchase Eudora!

You'll next be walked through a few quick steps, as described below, before your purchase is complete:

- Eudora will open your web browser and take you to our Payment & Registration page
- You'll be asked to provide your payment and registration information on the web site
- We'll then email a Eudora registration code back to you
- The next time you check mail, Eudora will automatically recognize this code and display a dialog box inviting you to confirm your registration information
- Ta-da! You'll then become a Paid mode user. Congratulations!

Fig. 5E



Thank you for your registration!

To complete your registration, please enter the name you under and your registration code below.

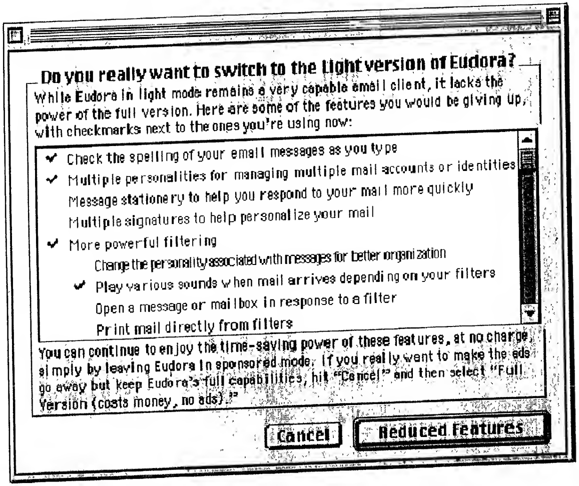
The exact name you registered under:

First Name: John

Last Name: Manyjars

Your registration code: 48925-89A2-B1149

Fig. 5F



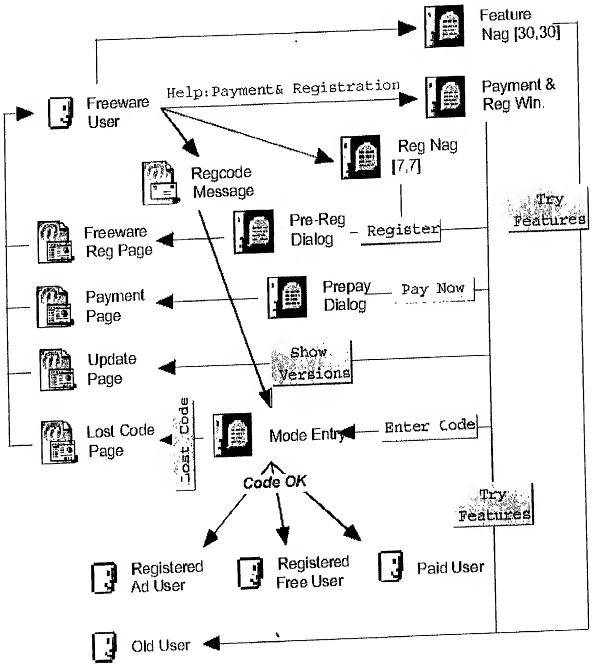
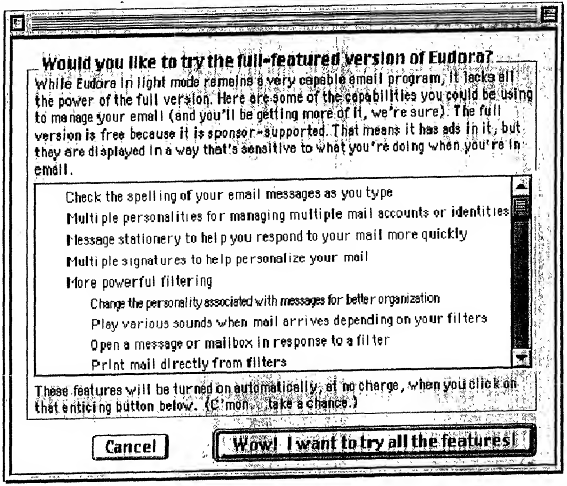

Feature
Nag [30,30]
Freeware
User
Help:Payment& Registration
Payment &
Reg Win.
Reg Nag
[7,7]
Regcode
Message
Try
Features
Freeware
Reg Page
Pre-Reg
Dialog
Register
Payment
Page
Prepay
Dialog
Pay Now
Update
Page
Show
Versions
Lost Code
Page
Lost Code
Mode Entry
Enter Code
Code OK
Try
Features
Registered
Ad User
Registered
Free User
Paid User
Old User

Fig. 6A



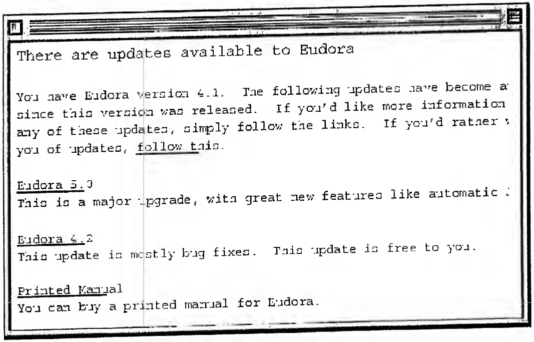
Would you like to try the full-featured version of Eudora?

While Eudora in light mode remains a very capable email program, it lacks all the power of the full version. Here are some of the capabilities you could be using to manage your email (and you'll be getting more of it, we're sure). The full version is free because it is sponsor-supported. That means it has ads in it, but they are displayed in a way that's sensitive to what you're doing when you're in email.

- Check the spelling of your email messages as you type
- Multiple personalities for managing multiple mail accounts or identities
- Message stationery to help you respond to your mail more quickly
- Multiple signatures to help personalize your mail
- More powerful filtering
  - Change the personality associated with messages for better organization
  - Play various sounds when mail arrives depending on your filters
  - Open a message or mailbox in response to a filter
  - Print mail directly from filters

These features will be turned on automatically, at no charge, when you click on that enticing button below. (C'mon... take a chance.)

Fig. 6B



There are updates available to Eudora

You have Eudora version 4.1. The following updates have become a
since this version was released. If you'd like more information
any of these updates, simply follow the links. If you'd rather
you of updates, follow this.

Eudora 5.0
This is a major upgrade, with great new features like automatic

Eudora 4.2
This update is mostly bug fixes. This update is free to you.

Printed Manual
You can buy a printed manual for Eudora.

Fig. 7B

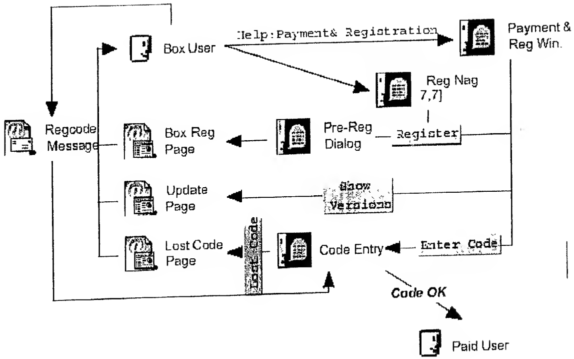

Box User
Help:Payment& Registration
Payment &
Reg Win.
Reg Nag
7,7]
Register
Regcode
Message
Box Reg
Page
Pre-Reg
Dialog
Update
Page
Show
Versions
Lost Code
Page
Lost Code
Code Entry
Enter Code
Code OK
Paid User

Fig. 8

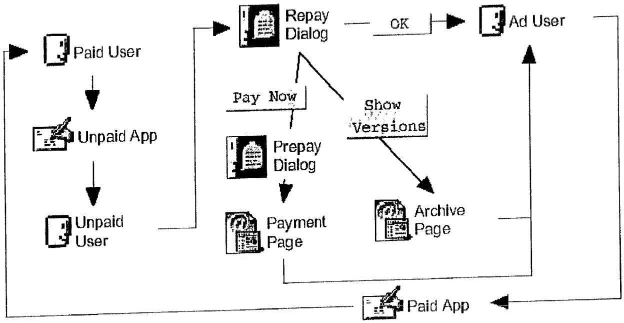
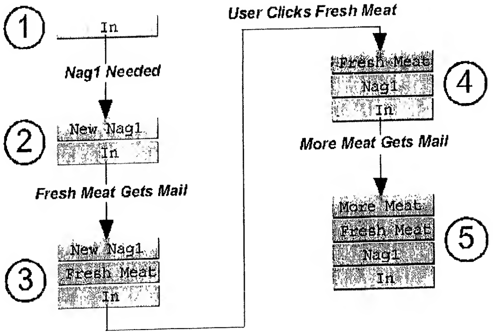
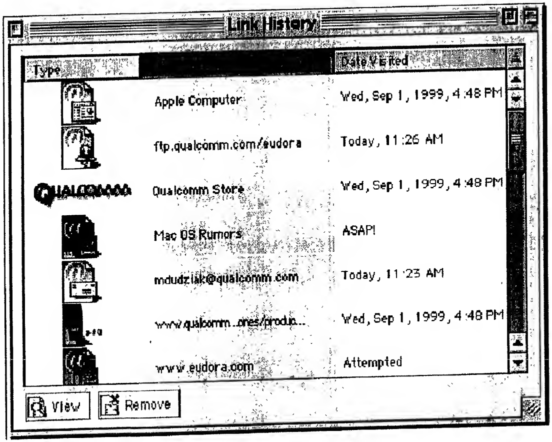

Paid User
Unpaid App
Unpaid User
Repay Dialog
OK
Ad User
Pay Now
Show Versions
Prepay Dialog
Payment Page
Archive Page
Paid App

Fig. 9



1
In
Nag1 Needed
2
New Nag1
In
Fresh Meat Gets Mail
3
New Nag1
Fresh Meat
In
User Clicks Fresh Meat
Fresh Meat
Nag1
In
4
More Meat Gets Mail
More Meat
Fresh Meat
Nag1
In
5

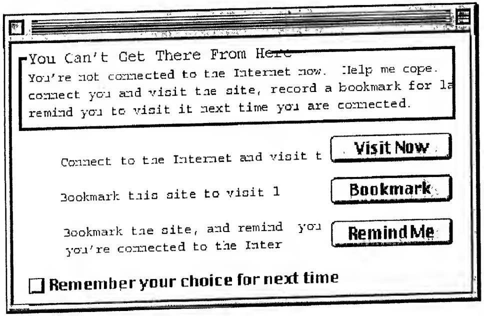
Fig. 10



Link History

Type		Date Visited
	Apple Computer	Wed, Sep 1, 1999, 4:48 PM
	ftp.qualcomm.com/eudora	Today, 11:26 AM
QUALCOMM	Qualcomm Store	Wed, Sep 1, 1999, 4:48 PM
	Mac OS Rumors	ASAP!
	mdudziak@qualcomm.com	Today, 11:23 AM
	www.qualcomm...ores/produ...	Wed, Sep 1, 1999, 4:48 PM
	www.eudora.com	Attempted

Fig. 12A



You Can't Get There From Here

You're not connected to the Internet now. Help me cope. connect you and visit the site, record a bookmark for la remind you to visit it next time you are connected.

Connect to the Internet and visit t

Bookmark this site to visit 1

Bookmark the site, and remind you you're connected to the Inter

□ Remember your choice for next time

Fig. 12B

Assumptions	
Average Connect Speed, Kbps	28.8
Average Ad Size, Kbytes	9.3
Number of Users	8,000,000
Number of Hours Running Sudra	2
Number Mailchecks Per User Per Hour	2
Playlist Entry Size, Bytes	500

Fig. 13A

Implications							
# of New Ads Per User Per Day	# Seconds Downloading Ads	# Seconds Added Per Check	8M Users Ad Bandwidth, Mbps	Ad Mbps / 100,000 users	Avg Simultaneous Connections, 1000's	8M Users Playlist Bandwidth, Mbps	Playlist Mbps / 100,000 users
10	26	6	67	0.8	2.4	4	0.0
15	39	10	101	1.3	3.6	5	0.1
20	52	13	135	1.7	4.8	7	0.1
25	65	16	168	2.1	6.0	9	0.1
30	78	19	202	2.5	7.2	11	0.1
35	90	23	235	2.9	8.4	12	0.2

Fig. 13B

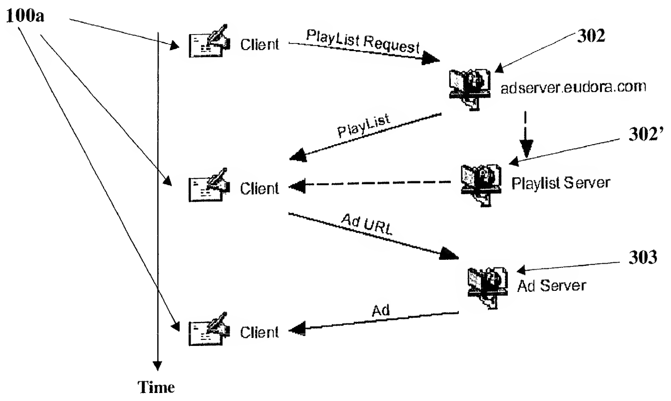

100a
Client
PlayList Request
302
adserver.eudora.com
PlayList
302'
Client
Playlist Server
Ad URL
303
Ad Server
Ad
Client
Time

Fig. 14

```
///////////////////////////////////////
// Main ad scheduler
ScheduleMain
{
// Has a new day dawned?
Do CheckForNewDay
// Are we are within the current ad's showFor?
if ( ad.thisShowTime < ad.showFor )
{
// there is nothing to be done
return
}
// At this point, we know that we need a new ad
// Perform housekeeping tasks on the old one
Do AdEndBookkeeping
// Pop out of a block if all ads on par
if ( block isn't all playlists )
{
find ad with minimum ad.numberShown
if ( ad.numberShown >= blockGoal )
set block to all playlists
}
// If we are over our quota of regular ads for the day,
// look for a runout
if ( adFaceTimeToday > faceTimeQuota )
{
Do ShowARunout
}
else
{
Do ShowARegularAd
}
}
// end ad schedule main
```

Fig. 15A

```
/////////////////////////////////////
// We must perform certain tasks when the calendar day
changes.
CheckForNewDay
{if ( the calendar day has changed )
{
// Perform housekeeping tasks on the ad currently showing
Do StopShowingCurrentAd
// Runout ads are charged for a full showFor if they've been
shown
// at all on a given day. Charge any runout ads if they've
been
// shown at all.
for runout ads
{
if ( ad.thisShowTime > 0 )
{
ad.totalTimeShown += ad.showFor
ad.thisShowTime = 0
}
}
// Now, reset the counters for all ads to reflect the fact
that
// a new day has dawned.
for all ads
{
ad.numberShownToday = 0
}
// Record yesterday's facetime
// Might not literally be yesterday, be sure to use
// whatever day the app was last run on
set old current day's facetime to totalFaceTimeToday
// and reset our global regular ad facetime counter
adFaceTimeToday = 0
totalFaceTimeToday = 0
// if we were in a block, back out
set block to all playlists
}
}
// end CheckForNewDay
```

Fig. 15B

```
//////////////////////////////////////
// This function shows a runout ad, and if it
// can't find one, goes to a rerun
ShowARunout
{
for runout ads
{
// has the ad been flushed?
if ( ad.flushed )
try next ad
// are we done showing this runout today?
if ( ad.numberShownToday > ad.dayMax )
try next ad // this one's used up for the day
// are we done showing this runout for ever and ever?
if ( ad.shownFor > ad.showForMax )
try next runout ad // this one's used up forever
// are we between the ad's start and end dates?
if ( ad.startDate < the current date < ad.endDate )
try next runout ad
// the ad is not supposed to run today
// do we actually HAVE the ad?
if ( ad has not been downloaded )
{
ask for ad to be downloaded
try next ad
}
// ok, we believe we should show this runout
// we are now in runout state
Do ShowAnAd
return
}
// if we haven't found a runout ad, we will go to "rerun"
state
Do ShowARerun
}
// end ShowARunout
```

Fig. 15C

```
///////////////////////////////////////
// Rerun state. Look for a regular ad to rerun
ShowARerun
{
for regular ads [ in current block ]
{
// has the ad been flushed?
if ( ad.flushed )
try next ad
// is this ad recent enough to rerun?
if ( ad.lastShownDate is older than returnInterval )
try next ad
// this one is too old to rerun
// if in block, show ads only if it's their "turn"
if ( ad.numberShownToday >= blockGoal )
try next ad // need to find a friend in this block
// are we between the ad's start and end dates?
if ( ad.startDate < the current date < ad.endDate )
try next ad
// the ad is not supposed to run today
// do we actually HAVE the ad?
if ( ad has not been downloaded )
{
ask for ad to be downloaded
try next ad
}
// ok, at this point we can show this ad, but because
// we're in rerun, we don't keep the books
Do ShowAnAd
return
}
// if we get here, we have no ads to show. Punt.
return
}
// end ShowARerun
```

Fig. 15D

```
////////////////////////////////////////
// Show a regular ad
ShowARegularAd
{
for regular ads [ in current block ]
{
// has the ad been flushed?
if ( ad.flushed )
try next ad
// are we done showing this ad today?
if ( ad.numberShownToday > ad.dayMax )
try next ad // this one's used up for the day
// if in block, show ads only if it's their "turn"
if ( ad.numberShownToday >= blockGoal )
try next ad // need to find a friend in this block
// are we done showing this ad for ever and ever?
if ( ad.shownFor > ad.showForMax )
try next ad // this one's used up forever
// are we between the ad's start and end dates?
if ( ad.startDate < the current date < ad.endDate )
try next ad
// the ad is not supposed to run today
// do we actually HAVE the ad?
if ( ad has not been downloaded )
{
ask for ad to be downloaded
try next ad
}
// ok, we believe we should show this ad
// we are now in regular state
Do ShowAnAd
return
}
// If we get here, we have failed to find a regular
// ad. Go to runout
Do ShowARunout
}
// end ShowARegularAd
```

Fig. 15E

```
///////////////////////////////////////
// Perform necessary housekeeping when we're taking
// down an ad
AdEndBookkeeping
{
// In rerun state, we don't do any bookkeeping
if ( in RerunState )
return
// Account for at most ad.showFor seconds, provided
// we've shown the ad for at least ad.showFor seconds
// Note that this means we don't charge for time beyond
// ad.showFor seconds, which is important
if ( ad.thisShowTime >= ad.showFor )
{
ad.numberShownToday += ad.showFor
ad.shownFor++
// we do NOT reset thisShowTime here, we do it in
// AdStartBookkeeping. It actually doesn't matter where
// we do it, provided we are careful NOT to do it for
// runout ads.
}
}
// end AdEndBookkeeping
```

Fig. 15F

```
///////////////////////////////////////
// Show an ad, including bookkeeping and block handling
ShowAnAd
{
// If the ad is in a block, notice that
if ( it's in a "block" playlist )
{
if ( not currently in a block )
{
find ad in block with minimum numberShown
make that our ad
set blockGoal to minimum numberShown+1
}
set current block to this playlist
}
// now do bookkeeping
Do AdStartBookkeeping
// and actually show it
Do DisplayThatAd
}
```

Fig. 15G

```
///////////////////////////////////////
// Perform housekeeping when we put up an ad
AdStartBookkeeping
{
// In rerun state, we don't do any bookkeeping
if ( in RerunState )
return
// For regular ads
if ( it's a regular ad )
{
ad.thisShowTime = 0
ad.lastShownDate = now
}
}
// end AdStartBookkeeping
```

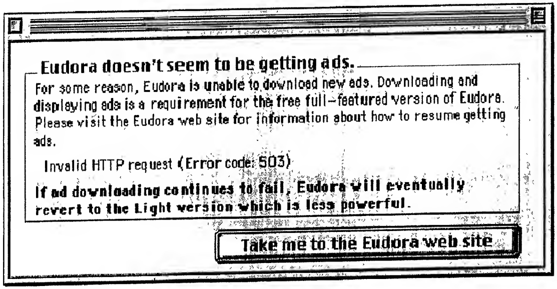
Fig. 15H

Persistent Ads		
PlayList Request		
	faceTime	Used to determine how much advertising to send to client
	faceTimeLeft	Not used
PlayList Response ClientInfo		
	reqInterval	Relatively large: one or more days
	flush	Used Single playlist completely specifies list of ads client should have
PlayList Response Scheduling Parameters		
	showForMax	Not used

Fig. 16A

Short-Lived Ads		
PlayList Request		
	faceTime	Not used
	faceTimeLeft	Used to determine how many ads client should receive
PlayList Response ClientInfo		
	reqInterval	Not used Instead, client requests new playlist whenever ads "run low"
	flush	Not used
PlayList Response Scheduling Parameters		
	showForMax	Used to determine how long an ad runs

Fig. 16B



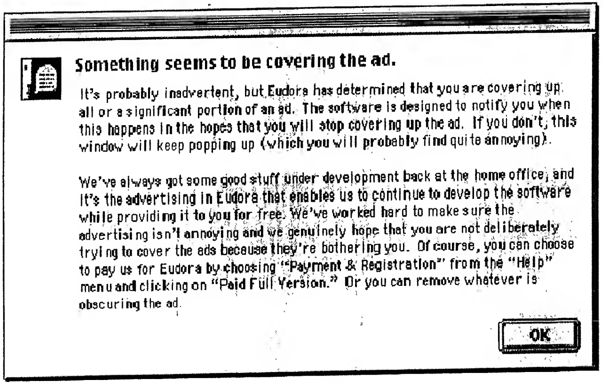
Eudora doesn't seem to be getting ads.

For some reason, Eudora is unable to download new ads. Downloading and displaying ads is a requirement for the free full-featured version of Eudora. Please visit the Eudora web site for information about how to resume getting ads.

Invalid HTTP request (Error code: 503)

If ad downloading continues to fail, Eudora will eventually revert to the Light version which is less powerful.

Fig. 17A

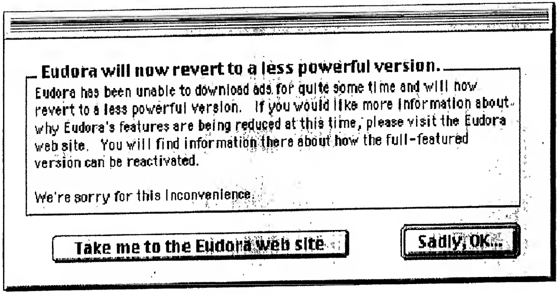


Something seems to be covering the ad.

It's probably inadvertent, but Eudora has determined that you are covering up all or a significant portion of an ad. The software is designed to notify you when this happens in the hopes that you will stop covering up the ad. If you don't, this window will keep popping up (which you will probably find quite annoying).

We've always got some good stuff under development back at the home office, and it's the advertising in Eudora that enables us to continue to develop the software while providing it to you for free. We've worked hard to make sure the advertising isn't annoying and we genuinely hope that you are not deliberately trying to cover the ads because they're bothering you. Of course, you can choose to pay us for Eudora by choosing "Payment & Registration" from the "Help" menu and clicking on "Paid Full Version." Or you can remove whatever is obscuring the ad.

Fig. 17B

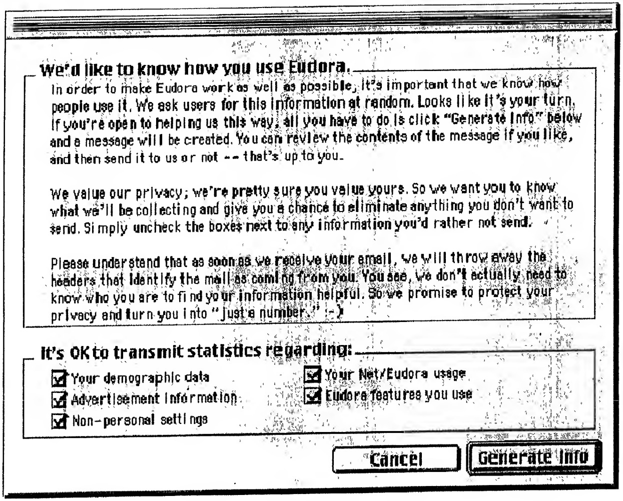


Eudora will now revert to a less powerful version.

Eudora has been unable to download ads for quite some time and will now revert to a less powerful version. If you would like more information about why Eudora's features are being reduced at this time, please visit the Eudora web site. You will find information there about how the full-featured version can be reactivated.

We're sorry for this Inconvenience.

Fig. 17C



We'd like to know how you use Eudora.

In order to make Eudora work as well as possible, it's important that we know how people use it. We ask users for this information at random. Looks like it's your turn. If you're open to helping us this way, all you have to do is click "Generate Info" below and a message will be created. You can review the contents of the message if you like, and then send it to us or not -- that's up to you.

We value our privacy; we're pretty sure you value yours. So we want you to know what we'll be collecting and give you a chance to eliminate anything you don't want to send. Simply uncheck the boxes next to any information you'd rather not send.

Please understand that as soon as we receive your email, we will throw away the headers that identify the mail as coming from you. You see, we don't actually need to know who you are to find your information helpful. So we promise to protect your privacy and turn you into "just a number." :-)

It's OK to transmit statistics regarding:

☑ Your demographic data
☑ Advertisement information
☑ Non-personal settings
☑ Your Net/Eudora usage
☑ Eudora features you use

Fig. 18A

Page	Applicable Query Parts																
	action	platform	product	version	distributorII	mode	realname	email	regfirst	reglast	regcode	oldReg	regLevel	profile	url	adid	topic
Payment	pay	X	X	X	X	X	X	X	X	X	X	X					
Freeware Registratio	register-free	X	X	X	X	X	X	X	X	X	X						
Adware Registration	register-ad	X	X	X	X	X	X	X	X	X	X						
Box Registrations	register-box	X	X	X	X	X	X	X	X	X	X						
Lost Code	lostcode	X	X	X	X	X	X	X	X	X	X	X					
Update	update	X	X	X	X	X							X				
Pro Update	proupdate	X	X	X	X	X							X				
Archived	archived	X	X	X	X	X											
Profile	profile	X	X	X	X	X	X	X						X			
Introduction	intro																
Support	n/a	X	X	X	X	X	X	X	X	X	X	X					
QuickTime Missing	support	X	X	X	X												no-qt
Ad Failure	support	X	X	X	X												ad-fail
Tutorial	support	X	X	X	X												tutor
FAQ	support	X	X	X	X												faq
Light Users	support	X	X	X	X												light
Search Support	support	X	X	X	X												search
Newsgroups	support	X	X	X	X												usenet

Fig. 19

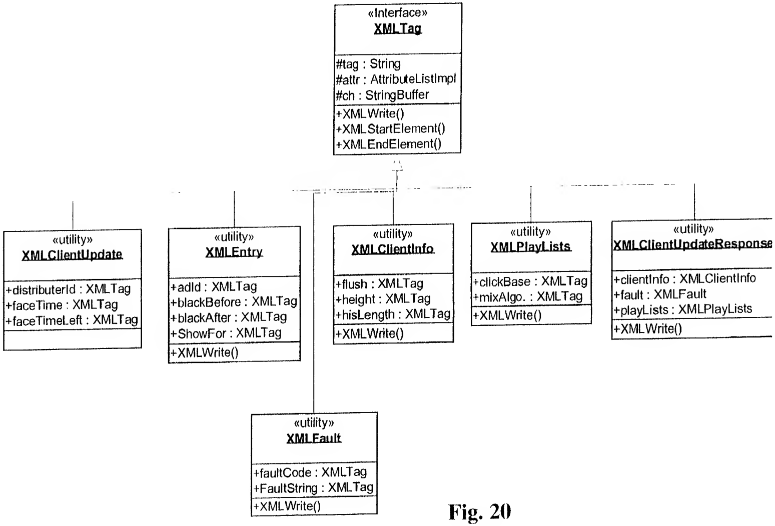

«Interface»
XMLTag
#tag : String
#attr : AttributeListImpl
#ch : StringBuffer
+XMLWrite()
+XMLStartElement()
+XMLEndElement()
«utility»
XMLClientUpdate
+distributerId : XMLTag
+faceTime : XMLTag
+faceTimeLeft : XMLTag
«utility»
XMLEntry
+adId : XMLTag
+blackBefore : XMLTag
+blackAfter : XMLTag
+ShowFor : XMLTag
+XMLWrite()
«utility»
XMLClientInfo
+flush : XMLTag
+height : XMLTag
+hisLength : XMLTag
+XMLWrite()
«utility»
XMLPlayLists
+clickBase : XMLTag
+mixAlgo. : XMLTag
+XMLWrite()
«utility»
XMLClientUpdateResponse
+clientInfo : XMLClientInfo
+fault : XMLFault
+playLists : XMLPlayLists
+XMLWrite()
«utility»
XMLFault
+faultCode : XMLTag
+FaultString : XMLTag
+XMLWrite()

Fig. 20

❖ The list of available ads advantageously can be built from the following query:

ads = dbCon.prepareStatement("SELECT * FROM ads WHERE StartDate <= today AND endDate >= today + 30 AND AdType = “I” AND AdStatus = “A" AND ImpressionsServed < Impressions ORDERD BY ImpressionsServed ASC);

run out ads = dbCon.prepareStatement("SELECT * FROM ads WHERE StartDate <= today AND endDate >= today + 30 AND AdType = “R” AND AdStatus = “A" AND ImpressionsServed < Impressions ORDERD BY ImpressionsServed ASC);

❖ The time required to deliver the ads advantageously can be calculated in the following manner.

face time left for today [seconds] = faceTime[today] – faceTimeUsedToday

(Comment: Face time left for today is the number of secondes the servlet can use to deliver special ads today.)

predict face time [seconds] = SUM(faceTime[tomorrow] , faceTime[tomorrow + 1] , … faceTime[tomorrow + reqInterval])

(Comment: Predict face time is the number of seconds the servlet predicts the user is going to have.)

goal show time left [seconds] = predict face time – faceTimeLeft

(Comment: Goal show time left is the number of seconds that the software provider needs to fill with ads.)

Fig. 21A

```
& Targeting
     while (face time left for today ) {
          if ad is not in the history {
               select ad [according to target = today]
               face time left for today -= ad.showFor
          }
          next ad
}

while (Goal show time left ) {
     if ad is not in the history {
          select ad [according to target]
          goal show time left -= ad.showFor
     }
     next ad
}


Default values:
     reqInterval = 1 day.
     facetime = 30 minutes
     faceTimeQuota is ?
     histLength = 31 days
```

Fig. 21B

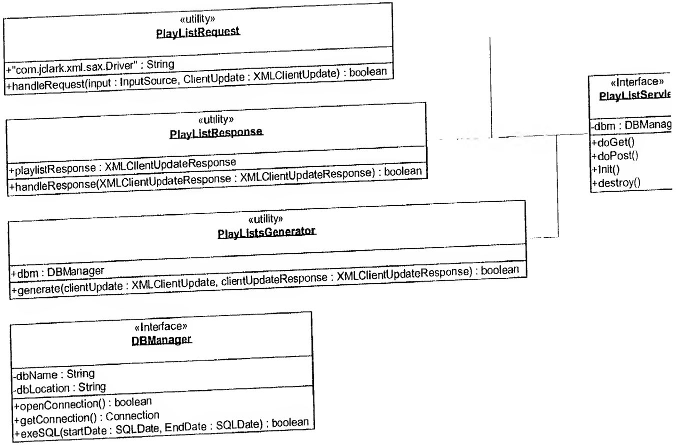

«utility»
PlayListRequest
+"com.jclark.xml.sax.Driver" : String
+handleRequest(input : InputSource, ClientUpdate : XMLClientUpdate) : boolean
«utility»
PlayListResponse
+playlistResponse : XMLCllentUpdateResponse
+handleResponse(XMLClientUpdateResponse : XMLClientUpdateResponse) : boolean
«utility»
PlayListsGenerator
+dbm : DBManager
+generate(clientUpdate : XMLClientUpdate, clientUpdateResponse : XMLClientUpdateResponse) : boolean
«Interface»
DBManager
-dbName : String
-dbLocation : String
+openConnection() : boolean
+getConnection() : Connection
+exeSQL(startDate : SQLDate, EndDate : SQLDate) : boolean
«Interface»
PlayListServle
-dbm : DBManag
+doGet()
+doPost()
+Init()
+destroy()

Fig. 22

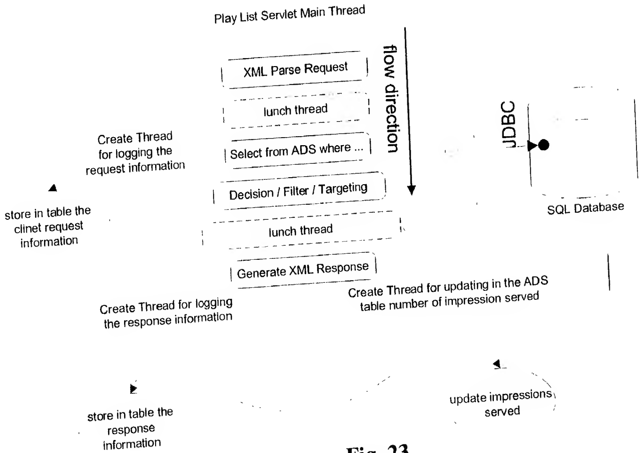

Play List Servlet Main Thread
flow direction
XML Parse Request
lunch thread
Select from ADS where ...
Decision / Filter / Targeting
lunch thread
Generate XML Response
Create Thread for logging the request information
store in table the clinet request information
Create Thread for logging the response information
store in table the response information
Create Thread for updating in the ADS table number of impression served
update impressions served
JDBC
SQL Database

Fig. 23